As explained in the usability test document the test was set up in different scenario;s

This document however will only discuss the results from the usability test which was held on 24-05-2019.

The test was done with four different children (3 girls and 1 boy) they ranged from 13-14 years old. The participants shall not be named by name (due to privacy regulations) but instead they shall be referred to be code A1 - A4

The results of each individual shall be discussed task by task beginning with task 1

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# Scenario

***Menu***

You have navigated to the website and want to play the game but before you can do that you want to know the controls. You like to learn as much about a game before you start playing it.

Task 1

*Taak 1*

### 1.1 Navigate to the control screen, read all the controls.

### 1.2 Navigate back to the main menu.

### 1.3 Turn off the music

### 1.3.5 Turn on the music

## Results:

A1

Audio: A1 came with the suggestion to have a more visual way of showing that the audio is turned off in the menu. At the moment of testing it was not very clear if the sound was off or on (this was also because this one was tested without audio output). The reason for this is that it would give an idea if it was clear that way as well.

Nav: the navigation in the main menu was straightforward and easy navigated through, which made it pleasant to use.

Suggestion: another suggestion A1 gave was to put the controls immediately after clicking on the option button in the main menu. That was a thing that was missing from the menu at point of testing.

A2

The menu was easy to read, since icons where used instead of text. For example sounds are displayed a soundhorn with or without soundwaves. And Languages where displayed as international flags, so that everyone can associate themselves with their language.

A3

Navigation to the options menu was easy, and not difficult at all. Navigating back to the main menu was also easy. The only thing that A3 experienced which was not optimal, was that it was not completely clear when the music was turned off (this was because the A3 did not have any output like A1). In the main menu the start button was also seen as something which had ease of use. The button to start the game was clearly visible for the user, so they knew where to click.

A4

A4 experience the menu as easy, this was due to the usage of a big button in the menu. This made it clear for A4 where to click. The buttons for turning the sound on and off where as easy to use as the rest of the buttons.

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# Scenario

***Jumping game***

The first game has been completed. You are now transported to a different part of the world. This game takes place in South Korea. The backstory of the level shall be explained via text at the beginning of the level.

Task 3

### 3.1 Play the game, try and catch all your stuff the bully stole and is throwing back at you.

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## Results:

A1: A1 did not understand how the object in the game should be collected. Besides this A1 also wondered why the game kept repeating it self. It was not clear to A1 that the game automatically restarts itself upon falling into a hole. Although this happened a few times (the restarting of the game) A1 did say that the speed at which the game was set was not to difficult. It was not to fast nor too slow.

A noticeable thing was that even though the controls were not explained to A1, when the game started A1 immediately used the mouse to play the game.

A2: A2 liked the game, the word that was used was funny. As with A1 A2 immediately used the mouse to control the game. Even Though this was not explained prior to playing the game. A2 did however not collect any objects whilst playing the game (at the time of testing these were not yet implemented) however it was clear to A2 that the point of the game was to collect objects.

A3: A3 could not find the controls for the game, it was unclear that the spacebar was needed to play the game. This meant that one of the testers had to step in and explain the controls. The game itself was seen as a nice experience. One thing that stood out for A3 was that there were no items available during the testing of the game.

A4: A4 thought that the game was really enjoyable even though there were no objects to collect during the testing. This made it difficult to understand what needed to be done whilst playing. However it was clear that the object where taken and that they needed to be collected back.

# Scenario

***Dodge the bullet (words)***

The second game has been completed. You are now transported to a different part of the world. This game takes place in New York. The backstory of the level shall be explained via text at the beginning of the level.

Task 4

4.1 Play the game try and catch all the good words and avoid the bad ones.

A1: When A1 first started playing the game it was not clear what the purpose was or how it should be played. This resulted in a few game overs in the beginning. This was quickly addressed by a tester and the purpose and controls were explained. Once explained the controls were good and easy to use. A1 also immediately knew what the difference between the different color words. The bottles used were also understood. Regarding the speed of the game this was good (not to slow and not to fast).

A2: A2 also did not understand the controls in the beginning and also needed help from a tester to explain the controls. The different colors used for the different words were understood, but this was not the case for the bottles. A2 suggested that there be an explanation at the beginning of the level, to make this clear.

A3: Also did not understand the difference between the different colored words and also suggested and explanation at the beginning of the level.

A4: A4 found that is was difficult to grab the green words because there were too many white words. This was also combined that A4 thought the level was to quick and example was: that if you were to move to one side the words would be to quick.

# Post test results

***Introduction screen***

An introduction screen to show the controls for each level and how the level works. This screen will be shown immediately after the story screen. The user will have the option to click the screen away when they are finished reading it. Putting a timer on the screen (till it goes away can potentially annoy users).

***Controls:***

One of the main things that came out of the test was that the controls were not really explained. This was the case for all the levels, the user wasn’t not aware of the controls. This meant they were left to their own devices to figure it out.

To be able to make it more accessible and easier to use for the user the controls need to be displayed at different stages of the game. In the main menu under controls (so that when the user starts the game it is clear how it works. Then at the beginning of each level (after the introduction text). Then there could come another screen explaining how the controls work and how the game is to be played.

***Objects***

In the word game it was not clear what the different objects meant. The purpose of those were not either increase or decrease the health of the player. During testing users found it difficult to understand what they meant. This meant that there were instances when the collected both objects which meant they were game over.

In favor of usability it was suggested that the information about the objects should be displayed in the same screen as the controls. By grouping the controls and objects information together the user wouldn’t have to make any extra steps to understand the game.